OUR MASKS AREN'T THE
ONLY THINGS COMING OFF TONIGHT...

Happy
Birthday,
Denon!!

Editors
and Japanese
Translators
Wanted!
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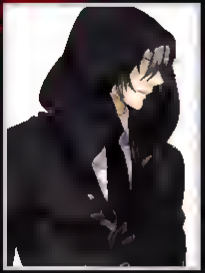
Omekashi
Various

Artbook

dpscanlations.deathsvertigo.com



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Editor
Seryren

Dangerous pleasure
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OMEKASHI

NIKUBU ART PRODUCT

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www.nitrochiral.com

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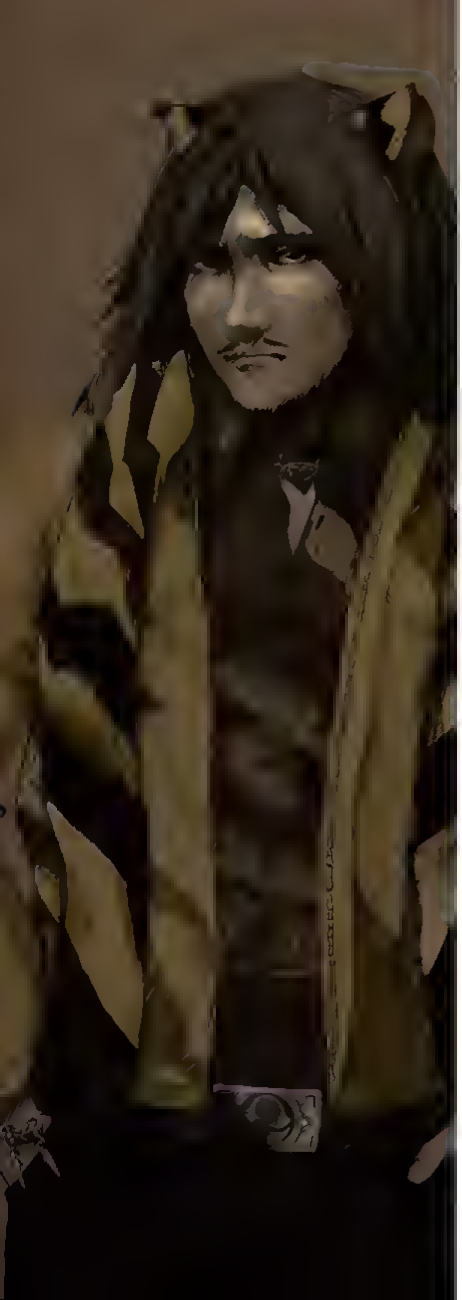


OMEKASHI

Model: Ba rdo
Illustration: Kofeld Ogami

Models: n
Illustration: Dr Voodoo

Model: Rai
Illustration: Shiya Osaki

Model Akira
Illustration Digitare

Model: Kanae
Illustration: Kinokinazou

Model Asato
Illustration Shinoy Minori

Model Kabuki & Akira
Illustration Kim Yanagisawa

Model: Kirimi & Gunji
Illustration: NamaikuATK

Model: Mucord
Illustration: Natsu-kun

Model: Firi
Illustration : Pihara Pitri

Model: Lenka
Illustration: Rimmel

Model Rin
Illustration Yupen

LINER NOTE

Hello, this is Chiral-kun. Thank you for acquiring Nitro+Chiral's character book [Omekashi]. Omekashi was made by the illustrators of the Nitro+ games and by graphic designers within the company. A record number of fourteen people within Nitro+ worked on Omekashi so that we could offer it to you. Is it to your liking?

Dressing up the game's characters in ordinary clothes was a staff member's idea and we'll be very happy if everyone enjoys it.

Except for the illustrations of the characters in the liner notes (the atogaki corner that you can access at the end of the game), an opportunity where all of the Nitro+ staff can work on the same theme at the same time is pretty rare.

Omekashi proved to be something fresh to the contributing illustrators, and I'm sure both the readers and the characters will agree.

If by any chance this book spawns some good response, all of use would like to do this kind of project again. We hope to hear your opinions soon. Well then, that's all for now.

(Planning: Chiral-kun)

MAKING

With [Omekashi] we aimed to achieve a "sense of unity" while still incorporating the individuality of all the illustrators.
With this in mind, the editing department established some fun rules for the illustrators to go by.
Some of them happily illustrated in the spirit of the games, and some of them anguished before finally ganging up to beat down the editor.
The rules are written below.

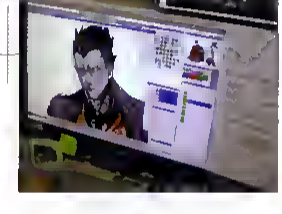
[The five basic rules for Omekashi]

1. It's forbidden to make the characters pose overly exaggerated.
2. It's forbidden to express the characters feelings.
3. Soft focus, Lensflare and other image processing for adding a finishing touch are forbidden.
4. It's forbidden to use a light source that's close to natural lighting.
5. Complaints against adding backgrounds, changing the hue or cropping a picture in the finishing stages of the design process will be rejected.

We're really very sorry for making these rules.
On the next pages you will find comments on every illustration by Kabura Fuchi, my notes from when I compiled them and also the confessions from people who broke the above-mentioned rules.

(Design and Editing: Pahara Paint)

MAKING PHOTO



Tatanakana

Character: Akira & Konoe

Fuchii I somewhat expected that a stylish outfit would fit Akira. But chic clothes fit Konoe unexpectedly well. The cat ears on the hood are a cute addition.

Pehara It was decided from the beginning that these two would be on the cover. For the concept, we requested that "the two should not be entwined compositionally." The character's controlled expressions, the sense of distance between them and their pose all make this a beautiful picture. It must be the dignified work.

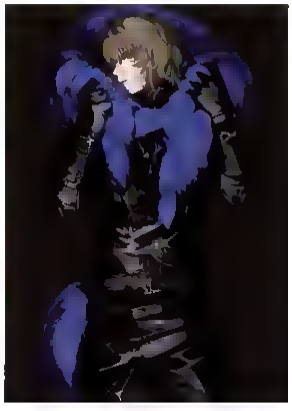
Keichi Ogami

Character: Bardo

Fuchii I can only think of how much he resembles a person in our company (laugh). But you did your very best in illustrating this. I can feel the spirit.

Pehara His presence was felt very strongly so I emphasized that with a tight cropping. Forgive me. I really like how he is wearing so many accessories so casually. The realistic expression was met with both like and dislike within the company but I think it's original and lovely.

Confession I, Keichi Ogami, hereby confess that I got a little angry at the final cropping and thought "if they were going to cut out so much I should have just squeezed in more details." I would also like to add that these rules gave me no choice but to give up my original plans for the image "cats eating yak nikn" and I'm still unhappy about that.



Dr. Youkan

Character: n

Fuchii In the rough stages n was actually chewing away on the fur and it was exciting to see if they would leave it like that.

Pehara I enhanced the line. His expression was good so I also highlighted the skin color. I love this picture so much that it makes me angry. Stupid Youkan. Even though it's Youkan. This is some technical talk but it troubled me that the lines and color layers weren't separated.

Sinya Osaki (Unknown)

Character: Rai

Fuchii I had no idea that a hat would fit Rai so well. Personally, my favorite part is the ears sticking out of the hat.

Pehara The contrast between the dark and his silver hair is so cool! The addition of a background is also very rare for this book. I'm grateful. It was also done well within the deadline. Just what you'd expect from Sinya Osaki.

Digitaro

Character: Akira

Fuchii I never though the day would come when I could see Akira illustrated by Digitaro. The sleek way he is wearing the narrow clothes gives me the feeling that it resembles the person himself.

Pehara Digitaro, who slipped into the project meeting for this book, slipped this place in. After talking it over with Namenaka I decided on the red color for the knitted shirt. I also added a background on my own accord.

Kinrikimantou

Character: Konoe

Fuchii Since he's always illustrated as a cute little girl this is a shocking piece in a good sense. Manly characters are also lovely.

Pehara Manten-san is the only one who drew the whole person from head to toe! I wanted to place him in the air without a background. In the rough stages his chest was bulging out just a little and I wondered what to do. I could sense the talent of a budding artist.

Shinoy Mimori

Character: Asato

Fuchii It's just like Asato not to forget the flower no matter how stylish an outfit he's wearing. I get the feeling this was the first rough to come in.

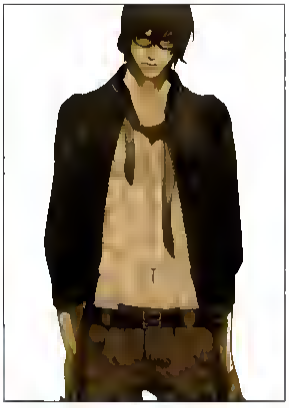
Pehara The balance of the silhouette and the color makes it a beautiful picture. In addition to the expression of his hand, I also wanted to show his eyes so I tried to make a different version for the title page.

Kimi Yanoguchi

Character: Keisuke & Akira

Fuchin Keisuke and Akira give off a grown up mood here. It's cute how their glasses, coats and the patterns on their sweaters are all in a set.

Pehara With this piece it's fun to fantasize about their situation. I'm afraid I'm gonna get scolded for going too far and adding the exaggerated frame.



Daijirou Tsugaru

Character: Shiki

Fuchin A stylish Shiki. His firm, naked body and muscles are powerful. Casually wearing glasses is also a good point.

Pehara The winner of silhouettes. It's the strongest silhouette in this book. I had grown tired of doing well backgrounds so I kept this one simple.

NamanikuATK

Character: Kinwar & Gunzi

Fuchin I really wanted NamanikuATK to illustrate a manly character. Their typical loose attitudes have disappeared. Boondock Saints comes to mind, don't you think?

Pehara The details and composition worried me greatly! In the end, I changed the composition. Namaniku's cleanup is a rare thing that you don't get to see very often these days.

Confession I, NamanikuATK, hereby confess that when I saw the final version, I got pissed over the fact that the details I had drawn became victims of the character's placement and I knocked Pehara out.

Pehara I'm wondering if worker's compensation doesn't cover that.

Nitro-kun

Character: Matarni

Fuchin Our PR person Nitro-kun can do anything: even draw pictures. He can sing, he can make silver accessories—he can really do anything.

Pehara The choice of an outfit that could've easily become fleshy is a good contrast. Keep the deadline!

Confession I, Nitro-kun, hereby confess that in spite of the prohibition for fleshing touches, I made the wrong assumption that as long as it's not post processing, it's fine to use excessive amounts of contrast. While I'm at it, I'll add that I repeatedly ignored Pehara's demands for the copy.

Pehara Paint

Character: Fin

Fuchin The lips and eyes are attractive and beautiful. Usually he wears silly, trashy outfits but clothing with gentle shades also fits him.

Confession I, Pehara Paint, have not broken any of the taboos. But I hereby confess that while demanding a strict choice of outfits for the other staff members, I myself only paint from the bust end up. I was afraid of being criticized for that, so I sneakily removed the sixth item from the basic rules for this book, the one that said [6. Come up with an idea for a full length portrait and outfit based on the theme of Omakeshi and go from there.]

RingoKick

Character: Leake

Fuchin RingoKick usually only draws cute girls and pastel art. This is also a shocking (and rare?) piece in a good way.

Pehara Taking just the color scheme for example, of all the flavors provided in this one really pops out. With this piece, I can feel the warmth of a "seeker of true color."

Confession I, RingoKick, have not broken any taboos but I hereby confess that I put human ears on the catboy Leake by mistake and submitted it.

Yupon

Character: Rin

Fuchin Personally, I like Yupon's long and slender characters. The small pieces and details on the outfit are quite tasteful.

Pehara I'm happy for all the small details on the outfit. Because of her involvement with [Chural Sei] she was super busy. When the piece came in on the due date I thought that god must've had a part in this.

OMEKASHI

企■	キラルくん
■■&デザイン	べはら陽善
イラスト	NIKUBU (ニトロプラス2Dグラフィックチーム)
ゲストイラスト	たたなかな / 大崎シンヤ (UNKNOWN) / 矢野口君 / ニトロくん / でしたろう
■■	瀬井瞬
■力	kt2 (UNKNOWN)
■行日	2007年12月29日
■行希	ニトロプラス
■行人	でしたろう
印■	株式会社三光リンクス

Nitro+ CHiRAL
www.nitrochiral.com

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